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NOTE: THE MULTIPLAYER COMPONENTS OF ACTIVISION GAMES ARE HANDLED ONLY THROUGH INTERNET SUPPORT.

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EmuMovies

ACTIVISION, INC.
3100 Ocean Park Boulevard
Santa Monica, CA 90405

PRINTED IN USA

NINTENDO DS™

SPIDER-MAN™

WEB OF SHADOWS



INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
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Getting Started

1. Insert the *Spider-Man™ Web of Shadows* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.

2. Turn the Power Button ON.

Note: The Spider-Man: Web of Shadows Game Card is for the Nintendo DS system only.

Starting Your Game

Press any button or touch the **Touch Screen** to start playing. Select an empty profile to start a new game or a existing profile to continue a previously saved game.

Start Game – Start or continue your game.

Options – Adjust the audio settings, controls and view the credits.

Copy Game – Make a copy of the current profile to another empty profile.

Delete Game – Delete the current profile.

Saving Your Game

Save points can be found throughout the city. When Spider-Man™ enters a room with a Save point, a Silver Spider icon will be present. To save your progress, move Spider-Man over the Silver Spider icon and press the **X** Button. You can buy and test upgrades for Spider-Man from this Save Menu.



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Basic Controls

Use the +Control Pad to move Spider-Man. Basic controls include:

↓ on +Control Pad	Crouch
+Control Pad/Jump toward wall	Wall Crawl
B Button	Jump
B Button while in air	Web Swing
X Button	Interact
Y Button	Attack
A Button	Web (Red Suit Only)
A Button	Dash (Black Suit Only)
R	Dodge
L	Change Suits
SELECT	View Level Objectives/Mini Map
START	Pause Game
Press and hold ↑ on +Control Pad	Zoom Out Camera

Press **START** to pause the game. Press **START** again to resume playing. From the Pause Menu, you can adjust the game options, review Spider-Man's powers and stats or quit the game. There are additional control configurations available from the Options Menu.

Exhaustion Mini Game

Should Spider-Man run out of Health, you'll still have a chance to bring him back to the fight. Use the stylus or finger on the Touch Screen to destroy the Blue Poison Orbs and drag Health Orbs to Spider-Man. Once Spider-Man has recovered enough Health Orbs, the game will resume.

Characters

Spider-Man – You control Spider-Man throughout the adventure. Spider-Man has the ability to switch between his Red Suit and Black Suit and their combat styles, to best fit whatever situation he is in.

Black Cat – Once encountered, Black Cat can be called upon during boss encounters. Black Cat will swing into action, providing Spider-Man with Health Orbs.

Nightcrawler – Take the path of the Red Suit to assist Nightcrawler. Nightcrawler will become an ally and can be called upon during boss encounters to aid Spider-Man.

Green Goblin – Take the path of the Black Suit to assist Green Goblin. Green Goblin can be called upon during boss encounters, where he will fly by on his Goblin Glider and use Pumpkin Bombs against the enemy.

Health, Suit, Lives and Combo Meter

The red bar on the lower left corner of the top screen tracks Spider-Man's Health. To replenish Spider-Man's Health, collect Red Orbs from defeated enemies or destructible objects such as Trash Cans and Barrels.

Below the Health Bar are Life Points. These represent how many chances Spider-Man has left at the Exhaustion Mini Game. Chances can be increased as Spider-Man finds collectible Blue Orbs throughout the game.

The Combo Meter is displayed on the lower right-hand corner of the top screen. Vary your attacks to fill the Combo Meter. Filling the Combo Meter will increase the amount of Blue Orbs you receive from defeated foes.

Hidden Upgrades

Hidden throughout the city are Upgrade Orbs. These special Orbs provide an increase to Spider-Man's three main stats: **Health**, **Life Points** and **Damage**.

Health Upgrade Orbs

Increases the total amount of damage Spider-Man can withstand before becoming exhausted. Each Health Upgrade Orb increases Spider-Man's total health by a value of 10.

Life Point Upgrades

Increases the number of times Spider-Man can become exhausted before he cannot continue. You'll start with two Life Points. Each upgrade adds an additional Life Point. Spider-Man can have a maximum of six Life Points.

Damage Upgrade Orbs

Increases the Damage of all of Spider-Man's attacks. Each upgrade increases the total amount of Damage inflicted in combat by 10 percent (compound total).

Notes

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